



# ADVENTURE ISLAND

THE WORLD'S NO.1 FREE ENTRY FUN PARK!

## UPPER KEY STAGE 2 PACK



## Activity 2- Reading comprehension

*Adventure Island is packed with thrilling rides and vibrant attractions that appeal to visitors of all ages. The Time Machine launches riders on an exciting journey into the past, while the Skydrop delivers a sudden, heart-racing fall from towering heights. Younger visitors and families are drawn to the gentle Carousel and the lively AdventureVille. For those who enjoy getting soaked, Tidal Wave Blue provides a refreshing splash. With such a wide variety of experiences, Adventure Island promises a memorable and action-packed day out.*

### Questions: (Year 5-6)

1. List three different rides or attractions mentioned in the passage.
2. Which ride would most likely appeal to someone who enjoys history or imagination? Explain your answer.
3. Which attraction would be best for a hot day, and why?
4. How does the author suggest that Adventure Island is suitable for different age groups? Give one example from the text.
5. Find two adjectives used to describe the attractions and explain what each one tells the reader.
6. Do you think the author is trying to persuade people to visit Adventure Island? Give one reason for your answer, using evidence from the passage.

## Activity 2-

As you experience each ride, use your senses to describe what you notice. Try to use descriptive words and, where possible, scientific vocabulary (for example: *vibrations, volume, movement, temperature, speed*).

### Ride 1: City Wheel

What can you see?

(e.g. height, movement, views, colours)

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What can you hear?

(e.g. sounds of the ride, people, wind)

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What can you feel?

(e.g. movement, wind, temperature, vibrations)

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### Ride 2: Tidal Wave Blue

What can you see?

(e.g. water splashes, speed, surroundings)

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What can you hear?

(e.g. rushing water, splashes, screams)

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What can you feel?

(e.g. water spray, wind, sudden movement)

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## Questions (Thinking and Explaining)

1. Which ride was the loudest? Give a reason for your answer using your observations.
2. Which ride made you feel the most wet or windy? What caused this?
3. How do your senses help you understand what is happening on each ride?
4. Which sense do you think is most important for staying safe on rides? Explain your thinking.

## Challenge Question

How might a ride designer use people's senses to make a ride more exciting?

### **Activity 3- THEME PARK QUIZ! Can you answer them all before the end of your trip?**

- 1. Which ride is the loudest? What sounds did you hear to help you make your decision?**
- 2. How do your senses (sight, hearing, touch) help you understand what is happening on the ride?  
Give 3 examples.**
- 3. Three doughnuts cost £4.50. How much does 1 cost? How much would it cost for 6?**
- 4. Write 5 powerful adjectives to describe the ride Time Machine.**
- 5. Choose one ride and write one sentence that would persuade someone to come on with you.**
- 6. Can you think of a ride which uses more than one force (gravity, push, pull)? Explain your thinking.**
- 7. Find an example of persuasive language used on a sign or poster around the park.**
- 8. Find one safety sign, is it easy to understand? Explain why you think this.**

# AFTER YOUR VISIT

**Activity 1-** Can you write a recount of your day using the correct timings? Explain what you did on the day of the trip from the minute you woke up to going to bed. You will need a piece of lined paper for this task.

**Example:**

**6:45-** I woke up feeling excited to go on a school trip.

**6:50-** I went into the bathroom to wash my face and brush my teeth.

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**Activity 2- MATHS TASKS- Time calculation maths**

## Time Calculations

Ride	Opening Time
Time Machine	10:00
Devil's Dance	10:30
Vertigo	11:00
City Wheel	11:30
Carousel	10:15

1. How long after Time Machine does Vertigo open?
2. If City Wheel closes at 16:30, how many hours is it open?
3. If you spend 15 minutes on Time Machine and 20 minutes on Carousel, what time will you finish both rides?
4. Which ride opens first and which last?
5. If Devil's Dance opens 30 minutes after Time Machine on a delayed day when Time Machine opens at 10:15, what time does it open?

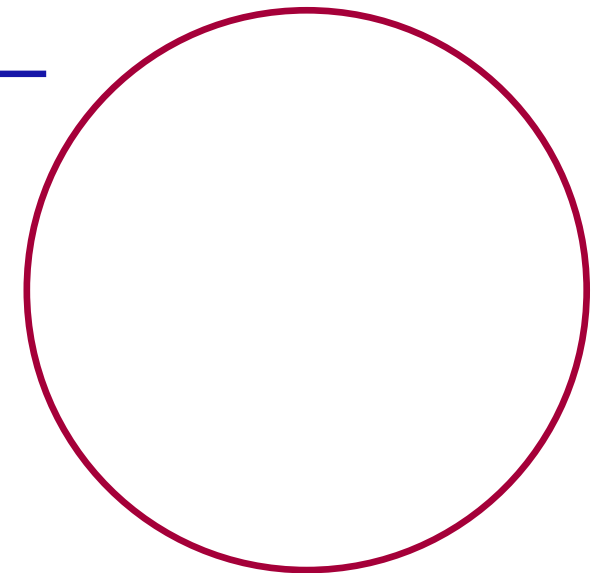
### Activity 3- Fractions and capacity

Ride	Capacity
Time Machine	60
Devil's Dance	40
Vertigo	30
City Wheel	50
Carousel	60

1. What fraction of Time Machine is filled if 30 people are on it?
2. Devil's Dance has 32 people. What fraction of the ride is empty?
3. If Vertigo is full, what fraction of the total 5-ride capacity does it represent?
4. 18 people ride the Carousel. What fraction of the ride is being used?
5. How many more people can City Wheel take if 35 are already riding?

## Activity 4- Draw a bar chart of the visitors and answer:

Ride	Capacity
Time Machine	45
Devil's Dance	32
Vertigo	28
City Wheel	50
Carousel	36



1. Which ride has the tallest bar?
2. How many rides have more than 35 visitors?
3. What is the difference between the ride with most and fewest visitors?
4. If Vertigo gains 5 more visitors, how does the graph change?
5. Create a pie chart showing the proportion of visitors on each ride.